



# Mario Kart 64 Operation Card

For detailed information on game operation, please read the accompanying Instruction Booklet.



**L Button**

While playing, use this to set the background music volume to On, Half or Off.

**START**

.....

Pause

**Z Button**

**Item Switch**

Use this when you have item(s). For further details, see the reverse side of this card.

**B Button**

.....

Brake

**A Button**

.....

Throttle

To do a Rocket Start, press the A Button just before the signal light turns blue.

**R Button**

**Slide**

As your tires slide, you will skid sideways. Use this to take corners without losing speed.

**R**

Tilt in the direction of the turn... As you hold the R Button, turn < or >.

**C Buttons**

**Change Camera**

Standard Camera      Wide-Angle Camera

**Toggle Game Screen**

Press C > to cycle through the available screen displays for each mode.

**Item Switch** This is the same as the Z Button.

**Control Stick**

**Steering**

The further off center that you tilt the Control Stick, the sharper your turn will be.

**Back**

**B** +

**Spin-Turn**

**B** **A** +

When your Kart is stopped...



# Items

When you run over the Item Boxes placed on the course, the Item Window will appear on your screen. Like a slot machine, the items will rapidly cycle, then slow to a stop, determining which item you will receive. The item you get might enable you to score a come-from-behind win just before crossing the finish line.



## Kart-Affecting Items

Temporarily boosts your speed.



Three temporary speed boosts – use anytime.



For a limited time, you can boost your speed as many times as you want.



For a limited time, you will be invincible. Bananas, shells and enemies will not affect you. While invincible, you can hurt the other racers too!

## Attack All



Use this to attack every other Kart. When struck by a thunder bolt, a Kart will shrink, its speed will drop and it can easily be crushed.

## Snatching Item



When another player has an item, use Boo to take it from them. After using it, you will become invisible from your opponents for a short time. While invisible, you can safely pass through bananas or shells.

## Attacking Opponents Ahead



This shell travels in a straight line. Hit a rival and you'll cause them to crash.



This item gives you three shell attacks. Hit a banana and you will not slip.



When fired, the Red Shell will chase its target, increasing your chance of hitting an opponent.



Triple shells will revolve around your Kart, making an effective barrier against rival Karts.



Spiny's Shell will chase the Kart in the lead. Along the way, if there are other Karts in its path, they will suffer the consequences.

## Placing Items on the Course



Hit a banana and you will slip. It's very effective when placed on a corner.



Five bananas will trail behind your Kart. You can place one banana at a time where you want.



This bomb looks just like an Item Box. If you place it near a real Item Box, it might be hard to tell the difference.

\* When the Item Window is visible, you cannot pick up a new item even when you pass through an Item Box.

Items marked with a ☆ can be used multiple times. Press the Z Button to activate the item, then press it again each time you want to use the item.

Items marked with an X do not appear in the Battle Mode.